ANEXA 1

SYLLABUS
University year 2023-2024
Year of study I / Semester II

1. Information on academic programme

1.1. University	**"1 Decembrie 1918" University of Alba Iulia**
1.2. Faculty	**Faculty of Informatics and Engineering**
1.3. Department	**Informatics, Mathematics and Electronics**
1.4. Field of study	**Computer Science**
1.5. Cycle of study	**Undergraduate**
1.6. Academic programme / Qualification	**Computer Science / 251201, 251203, 251204**

2. Information of Course Matter

2.1. Course	**Graphical Interface Design**			2.2. Code		**CSE113**	
2.3. Course Leader			Lect. Univ. Dr. Cucu Ciprian				
2.4. Seminar Tutor			Lect. Univ. Dr. Cucu Ciprian				
2.5. Academic Year	**I**	2.6. Semester	**II**	2.7. Type of Evaluation (E – final exam/ CE - colloquy examination / CA -continuous assessment)	**C**	2.8. Type of course (C– Compulsory, Op – optional, F - Facultative)	**O**

3. Course Structure

3.1. Weekly number of hours	4	3.2. course	**2**	3.3. seminar, laboratory	**2**
3.4. Total number of hours in the curriculum	56	3.5. course	**28**	3.6. seminar, laboratory	**28**
Allocation of time:					hours
Individual study of readers					**10**
Documentation (library)					**10**
Home assignments, Essays, Portfolios					**20**
Tutorials					**-**
Assessment					**4**
Other activities …….					**-**

3.7 Total number of hours for individual study	44
3.9 Total number of hours in the curriculum	100
3.10 Number of ECTS **	4

4. Prerequisites (where applicable)

4.1. curriculum-based	Object – oriented programming
4.2. competence-based	- high level language programming

5. Requisites (where applicable)

5.1. course-related	Room equipped with video projector / board / Microsoft Teams Platform
5.2. laboratory-based	Laboratory – computers / Microsoft Teams Platform

6. Specific competences to be aquired (chosen by the course leader from the programme general competences grid)

Professional competences	Programming in high-level languages Development and maintenance of computer applications
Transversal competences	CT1 The application of rules for organized and efficient work, of responsible attitudes towards the scientific and didactic domain, for the creative realization of one'sown potential following the principles and norms of professional Ethics.

7. Course objectives (as per the programme specific competences grid)

7.1 General objectives of the course	At the end of the course, students should have a good understanding of the principes of graphical interface
7.2 Specific objectives of the course	At the end of the course, students will be able to: • Describe main concepts related to graphical interfaces • Explain fundamental HTML, CSS and JavaScript concepts • Implement (static) web pages using HTML, CSS and Javascript, according to current standards

8. Course contents *

8.1 Course	**Teaching methods**	**Obs.**
1. HTML & CSS	Lecture, discussions, presentation	2
2. Fundamental concepts and principles regarding graphical interfaces		4
3. Mockups for web pages		2
4. Advances concepts regarding graphical interfaces		2
5. Responsive design		2
6. Document Object Model		2
7. Fundamentals of JavaScript		2
8. Project		8
9. JQuery		2
10. Assesment		2
8.2.Seminars-laboratories	**Teaching methods**	**Observations**
1. Working environment, HTML introduction	Discussion, presentation, exercices	2
2. HTML, semantic elements, CSS		2
3. CSS		4
4. Layout with flex and grid		4
5. Personal page design		4
6. JavaScript		6
7. JQuery		2
8. Project		2
9. Assesment		2

References

1. 1. Tracy Osborn - *Hello Web Design_ Design Fundamentals and Shortcuts for Non-Designers*, No Starch Press, 2021.
2. Jennifer Robbins – *Learning Web Design: A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics,* O'Reilly, 2018.
3. Marijn Haverbeke – *Eloquent JavaScript, 2nd Edition*. Disponibilă online [sept 2019] la adresa http://eloquentjavascript.net/index.html
4. Ben Frain – *Responsive Web Design with HTML5 and CSS, Fourth Edition*, Packt Publishing, 2022.

9. Corroboration of course contents with the expectations of the epistemic community's significant representatives, professional associations and employers in the field of the academic programme

NA

10. Assessment

Activity	10.1 Evaluation criteria	10.2 Evaluation methods	10.3 Percentage of final grade
10.4 Course	Final evaluation	*Oral exam: project presentation, questions from study resources*	70%

10.5 Seminar/laboratory	Continous evaluation	*Solving proposed assignments*	30%

10.6 Minimum performance standard

- Final project must comprise of at least a HTML5 pages that has a responsive design, uses semantic structure elements, is formatted with CSS3 and has a minimal JavaScript component
- Oral exam: at least one correct answer or three partially correct answers from 3 – 5 questions
- Attending the exam in the first exam period is contingent upon course and laboratory attendence. For the course, 75% attendance is requires, for the laboratory 100% attendance is required. Students have the possibility to recover missed courses / laboratories during the semester, in a limit of 50% of required attendances.

Submission date | Course leader signature | Seminar tutor signature

Date of approval by Department | Department director signature

Data Date of approval by Faculty Council | Signature of the Dean